

H. Saul

THE FAMOVVS GAME of Chesse-play.

Being a Princely exercise; wherein the
Learner may profit more by reading of
this small Book, then by playing
of a thousand Mates.

Now augmented of many materiall things
formerly wanting, and beautified with a three-
fold Methode, viz. of the Chesse-men,
of the Chesse play, of the
Chesse-lawes.

By JO. BARBIER. P.

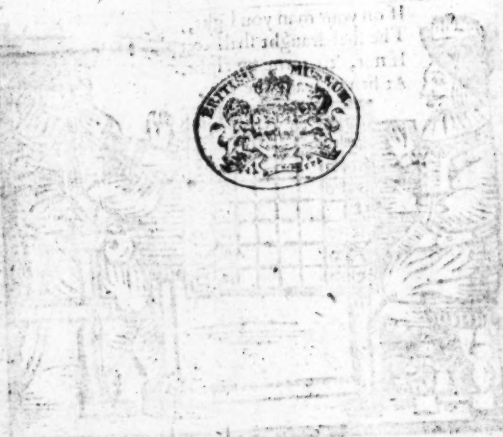


Printed at London for John Jackson, dwell-
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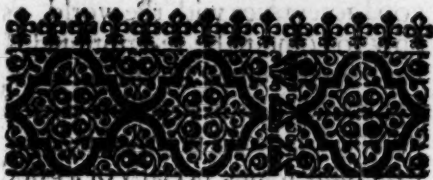
THE FAMOUS GAME of Chess-play

Being a Briefly exacte, & what the
Player may profit more by the use of
this small Book, than by any other

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TO
THE RIGHT
Honourable, thrice Noble and
vertuous Lady *LUCY*, Countesse
of *Bedford*, one of the Ladies
of her Majesties Privie
Chamber.

Madame,

His little Book not
so much for the sub-
ject sake (though
much esteemed) as
for bearing in front
your Honours ho-
noured Name, having found that
A 3 good

The Epistle Dedicatory.

good acceptance with the world, as now to come to be re-imprinted, I have been desired by the Printer, my friend, a little to review it, and finding it indeed a prettie thing, but with some wants, pecially of a good Methode, I have to my best skill rectified it for him, leaving to the Authour (now deceased) with the good respect and commendation due to him for his honest and generous endeavour, his Phrase and Stile whole, as farre as I might. Of this (Madame) I now presume to offer your Honour the Censure; whose singular judgement and love, in and unto this noble exercise, is reported to be a chiefe grace to the same: that so both his Labour with mine herem, may returne to the sacred Shrine of your Honours vertues, there still to receive protection, against Ignorance and Malice.

Long

2 A

For

The Epistle Dedicatory.
For which attempt of mine hum-
bly craving pardon, I rest,
Noble Madame, of
To the courteous Reader.

Your Honour

the most submissive

Observant,

J. Barbier. P.

A 4



To the courteous Reader.

Here have beene divers
which have written of
the Game of Chesse-play,
who have neglected to
write the particulars of
the same, but have spoken some thing,
which is as much as nothing, for the
instruction of the Reader : therefore
doe I imagine they wrote all they
knew, or otherwise, not so much as
they might : wherefore courteous Rea-
der, if it shall please thee to reade this
small Booke, which to doe will soone be
performed, thou shalt finde in it, more
then yet hath been written by any other,
in very briefemanner, which will profit
thee more, then the playing of a thou-
sand Mates. For in this Book shalt thou
finde first with the names and figures of
the

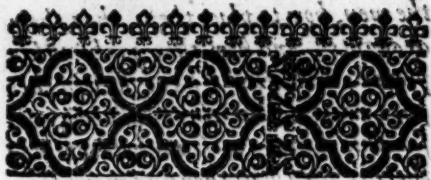
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To the Reader.

the men, how to place them, then their draughts, and how they ought to be played, and after I have shewed thee some reasons that there can be no rule for this Game (as some hold opinion there is) then shalt thou find many pleasant playes to give thee delight and encouragement to proceed in exercising this Game: Also thou shalt learne directly what a blinde Mate is, and likewise what a Stale is, and how it happeneth to be given. And lastly, with a word of admonition, how thou oughtest to behave thy selfe in playing at this Game, thou shalt likewise be informed of the Lawes thereof, that both thou mayest understand it rightly, and be troubled with no contyoversie.

Vale,

A. S.



To his Booke.

GOe forth my little Booke,
Thou art no longer mine:
Each man may on thee looke,
The shame or praise is thine.

But seeke thee for no praise,
No thanks, nor yet reward,
Yet all men for to please
Have thou a chiefe regard.

The labour hath been mine,
The travell and the paine,
Reproches shall be thine,
To beare thou must be faine.

For as to pleasure many,
'Twas that I wished ever;

Right

To the Reader.

Right so to displease any
I purpose to doe never.

But if thou please the best,
And such as be of skill,
I passe not for the rest:
Good men accept good will.

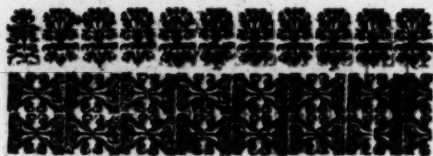
Hadst thou remain'd with me,
Thou shouldst have had no blame,
Since thou abroad wouldst be,
Goe forth and seek thy fame.

Arthur Saul!

Even all things that concern this name,
I have now made thee know
The things that thou didst move
To know and understand

When thou hadst the little Toy
As thou hadst the little Toy
And thou hadst the little Toy
Then thou hadst the little Toy

When



To the Reader.

ALL you that at the famous Game
of Chess desire to play,
Come and peruse this little Book,
wherein is taught the way.

The hidden sleights to understand
that no man yet hath showne,
Which other Authors speake not of,
and still remain'd unknowne.

Even all things that concernes this game,
and may thee excellent make
Therein, was cause that me did move
this paines to undertake.

Wherefore peruse this little Toy,
as time shall thee permit :
And thou hast little else to doe,
then closely at it fit.

When

To the Reader.

When thou with study deep hast toyld,
and over-dull'd thy braine,
Then use this Game, which will refresh
thy wits, and it againe.

But scorne thou not at Cards or Dice
the nights and dayes to spend;
As many, which thereby obtaine
flat beggery in the end.

Besides the blasphemies and oathes,
that losers often use;
Which ugly vice might all men shunne
both Cards and Dice refuse.

The order of the men in velle,
here also shalt thou finde,
Thy knowledge better to increase,
and satisfie thy minde.

First, for the Pawnes here understand;
their march is right forth still,
And who so doth before them stand,
they have no power to kill.

But as they march who so they finde,
doe in their colour stand,
Such may they kill or checke aslope,
to the right or left hand.

Not

To the Reader.

Not any in the reare of them,
they can once checke or spoile,
Forth must they march, and not retreat
but keep their ranke or file.

Till by command they pointed are,
their King for to relieve,
Then must they boldly unto warre,
his foes to vex and grieve.

And coming, at the last, in place
where knights and Lords did dwell,
Their King shall give to them like grace,
because they serv'd him well.

Thus being Bishops, Knights or Rookes,
their Kings they'll better steed,
The Kings may make of them a Queen,
if they have any need.

Yet ere they can such honour have,
all stormes they must abide,
And doe their best their Kings to save,
what danger ere beride.

The Bishops that attend the Kings,
aslope doe use to fight,
The one in blacke doth help the King,
the other in the white.

Their

To the Reader.

Their check in field extends as farre
as any of the rest,
What colours they are placed in,
there must they doe their best.

The Bishop black, in black must march,
and therein use his skill,
For in the white he may not come,
no man to hurt, or kill.

The Bishop white, in white must serve,
so long as he doth live,
To any which in black doth stand
he cannot one check give.

The Rooke in value is halfe a Queen,
and halfe her draught hath he,
Right forth and back, and from each side,
hee can give check for thee.

Through all the colours of the field,
in such wise may he check,
And also when occasion serves,
relieve the King with neck.

Like to a horse man doth the Knight
assist the King alwayes,
And over rank or file he leapes,
his honour for to raise.

The

When

To the Reader.

When he gives check unto the King,
and is not for it slaine,
The King must move out of his place,
else-where for to remaine.

The knights being forth and coming in
such houses as are white,
May help or harm eight waies them fro,
during the time they fight.

Like all the men within the field,
the Queen may aide the King,
Yet like a Knight no aide at all
she can unto him bring.

Through all the houses of the field,
the Queene may take her pleasure,
And use her power to help her King,
still in a modest measure.

If in her march she prove severe,
and taketh all she may,
Tis for the safeguard of the King,
that she makes cleare the way.

For this she may not blamed be,
that seekes her King to save,
It is her glory for to strive,
her King in peace to have.

The

To the Reader.

The King in Majesty doth march;
one step at once he goes:
Further no time can he goe forth,
for feare of forraigne foes.

If the black King shall bring a man;
unto the white Kings side,
And then and there give him one guard;
he may there still abide.

Without which helpe if he presume,
so neere the King to stand,
If need require such one the King
may kill with his owne hand.

None of the Kings can take a man;
that standeth on a guard,
'Twere check at once if he did so;
therefore he must be spar'd.

Thus may you learne, the Kings no time
can into a check goe.
In places where no peril is,
they may march to and fro:

Know you that this shall read or see;
I wish nought for my paine,
If it thee please, I have content,
I seek no other gaine.

B

Arthur Sans.

To the Reader.

The King in Majesty doth march;
and yet at once he goes:
Further no time can he go forth,
For lack of foreign foes.

It is the Black King shall bring a man,
unto the white Kings side,
And then and there give him one sword,
he may there still abide.

Whither which I see is the promise,
to make the King to stand,
I will require him on the King
may kill with his own hand.

None of the Kings can take a man,
that standeth on a guard,
Two check at once if he did so,
therefore he must be spared.

Thus may you see the Kings no time
can into a check goe,
In places where no peril is,
they may march to and fro.

Now you that this shall read or see,
I will thought a my paine,
In the place, I have content,
I shall the other paine.



The Contents of the Booke.

In the first part which sheweth what
belongeth to the man.

First

OF the Antiquity of the Game, and what
it representeth. Chap. I.

Of the Shapes and Names of the Chesse-
men. Chap. II.

Of the placing of them. Chap. III.

Of their Draughts. Chap. IV.

Of their Guards. Chap. V.

Of the names and resemblances of the great
men. Chap. VI.

Of the difference of worth of the great men.
VII.

Of the difference of Pawnes in their worth.
VIII.

Of the Prerogatives belonging to some of
the Chesse-men. IX.

That there is no rule for this Game. X.

The Contents.

In the second part, which teacheth how
to play at this Game.

First,

Of the first Draught.	Chap. XI.
Of playing the men in guar ' of each other.	Chap. XII
Of taking first, and changing man for man.	Chap. XIII
Of intrapping the Queene.	Chap. XIII
Of surprising the Rookes.	Chap. XV
Of a Forke.	Chap. XVI
Of a Discovery.	Chap. XVII
Of making a new Queen.	Chap. XVIII
Of the Schollers Mate.	Chap. XIX
Of the Mate as two draughts.	Chap. XX
Of a Blinde Mate.	Chap. XXI
Of a Stale.	Chap. XXII
Of a dead Game.	Chap. XXIII
The Conclusion.	Chap. XXIII

In

The Contents.

In the third part which consists of the
Lawes of the Game.

1. Of Touch man and goe, touch point
and stand.
2. Of taking up your Adversaries man,
and setting it downe againe.
- 3 Of your Adversaries playing false.
- 4 Of your playing false.
- 5 Of misplacing your men.
- 6 Of passing a Pawns guard.
- 7 Of making a new Queen.
- 8 Of the power of the new made Queen,
even in the making.
- 9 Of the power of any new made piece.
- 10 Of the Kings changing with either
Rooke.
- 11 Of the certainty of the Kings stan-
ding in his Change.
- 12 Of the Kings place of standing in his
shifting.
- 13 Of the Rookes place of standing in shif-
ting with the King.
- 14 That the King may not goe ever a
check in shifting.

The Contents.

- 15 *Of your playing into checke.*
 - 16 *Of standing in checke.*
 - 17 *Of the Kings not comming close each
to other.*
 - 18 *Of a dead Game.*
 - 19 *Of laying a wager of the Game.*
 - 20 *Of giving the Game over unfinished.*
 - 21 *Of a blinder Mate.*
 - 22 *Of a Stale.*
-

*A brieft of these Lawes to be pasted on
the back side of your Chesse-board.*

Even



E Ven like your double-tong'd Lawyer
that the Case can vary,
So, as to make the same appeare
most just, and most contrary,
Our *Barbier* tels there is no rule
whereby to play this Game,
Yet many pretty Rules here gives,
whereby to win the same.
And whilst that he one Scholer teacheth
well (if he can choose it)
The witty way this Game to win,
another must ev'n loose it.
By these Contraries what is shew'd
we may conclude, and say,
That nimble wits doe what they list,
whilst duller what they may.

Jo. W. Gent.



Even like your people say, I say
That the Game is
So as to make the Game appear
To be full and most complete
On the Game there is no rule
Whichever play the Game
Yet may they play the Game
And while that be the Game
And while that be the Game
Well (if he can choose it)
The way way the Game to win
Another may be a fool in
By the Game what is then
We may conclude and say
The Game will do what they will
Will do what they may

Ye. M. Gam.



THE FIRST PART
of the Famous Game of
Chesse-play: Concerning
what belongeth to the
Chesse-men: and
first,

*Of the Antiquity, Profit, and Pleasure of
the Chesse-game, and what it representeth.*

CHAP. I.



Or the Antiquity
of this Game, I
finde upon record,
that it was Inven-
ted 614. yeeres be-
fore the Nativity
of Christ; so that
it is now 2252. yeeres since it hath
been practized: and it is thought that
Xerxes (a puissant King,) was the
Deviser thereof, though some be of
opinion


The famous Game

opinion that it was made by excellent learned men, as well appeareth by the wonderfull invention of the same. For it requireth the whole mind of a man, whilst the game doth last, yea, in such serious attention, as else he shall not discern the drift of his adversary, untill it be too late for him; nor be able to frame any projects of his owne, available to his purpose. So that whatsoever he be that is desirous to learne this Game of Chesse-play, hee ought to be of good apprehension, and to have a good memory, without which things he shall never play well at it.

Now if those which play be of equall judgement in the Game, and have indifferent good skill therein, both they themselves shall be much delighted, and the standers by shall take a singular pleasure in beholding their play; when they shall see the one Kings forces bravely encounte-
ring

of Chesse play.

ring the other: this one while assaul-
ting, that stoutly defending, and per-
adventure putting the assailant to the
worst, upon the least neglect that
may bee. Oh that this Game were
rightly esteemed of according to the
worth thereof, and practised for pas-
time, in stead of many offensive and
lesse industrious games. Then would
there not happen such frequent quar-
rellings, sudden stabbings, cheatings,
and coosenings amongst men, and
like enormities, as usually fall out at
other games. For since I was able
to play at it, (which is many yeeres a-
goe) I never yet knew any fall out at
the same; a man having no occasion
to be offended with him he playeth
withall, but rather to blame himself,
when as through his owne improvi-
dence, his men miscarry or perish.
To be brieffe it carrieth the glory a-
bove all other games, for a peaceable
and Princely exercise: wherein nei-
ther



The famous Game

ther hazard, fortune or chance, have any the least part, but meere wit, industry, invention, and foresight, doe beare away the Prize.

It is also commendable for what it representeth (to wit) the fierce encounter of two Armies in set battell, (the action most liked of, of the most Heroick spirits) where, when the one King commeth to assault the other, he presently draweth forth many of his men, to make good the place assaulted. But you will say, the Chessmen are but few: how then, when an assault is made, can there many be brought forth, to defend that assault? for, bringing much aid to one place, another may be left too weak, and so all may be hazarded. To this I answer: albeit the number is small, yet by the skilfull playing forth, but of one man alone, you may hinder the assault of two or three, or more, as shall be shewed hereafter.

Finally,

of Cheſſe-play.

Finally, beſides many morall myſteries that this Game ſecretly containeth: It is like unto a well compoſed Cōmon-wealth; the piece called the King, repreſenting the Monarchik Maieſty: that called the Queen, the Kings chiefe Lieutenant, or the Generall of his Armies: the other three great pieces likewise do repreſent the three Eſtates of a Land, (to wit) the Biſhops, the Clergy or Gown-men: The Knight, the Nobility or Sword-men: the Rook, the Communalty, or P'ough-men: For ſo the profeſſion of all men in a Common-wealth divideth it ſelfe into theſe 3. *Oratores, Aratores* and *Bellatores*. Now the Pawnes, they are the Mercenary Souldiers, or delving Pionniers, yet who attain to greateſt preferment of any of the reſt. For, when through valorous endeavor a Pawne arriveth ſo far as to the adverſe Kings ranke, in any of his files, or Noble houſes; there

The famous Game

there (by consent of all) he is created
Generall of his owne kings forces,
that is made a Queene, if so the for-
mer generall be first slaine and out of
the field: which rich reward of ver-
tue conferred on the least, is a morall
Embleme encouraging all in a Com-
monwealth, worthily to carry them-
selves, and to do their best *devoire*, for
the honour of their King, good, and
safety of their Countrey.

Of the Shapes and Names of the Cheffe-men.

CHAP. II.

AS your Astronomers have divi-
sed Characters, aptly represen-
ting (as it were, to the view) the perso-
nages and things, from which both
the Planets & other Celestiall signes
have had their denominations: So
they

of Chesse-play.

they that first found out this game of Chesse-play, did contrive certaine different shapes or Figures, well answering the Names they have given to the peeces. The first or highest, doth well resemble a King, with a crowne on his head; and it is called the King: the next in height, and likenesse of making, both resembleth and is called a Queene: those with high cloven heads, like to a Bishops Miter, are called the Bishops; they with heads cut a slaunt, as though they wore a feather or plume at their helmer, are called Knights: the last are called Rooks (belike of the latine word *Rus*) which stāding for the yeomanry, resemble a good Farmer, or a plain (though rich) Freeholder, with his round button'd cap on his head: the Pawnes, so termed of the French word *Pions* (that is to say, men exposed to warlike danger) are like Souldiers or Servingmen, clad all of one
Live-

The famous Game

Livery, that is (all of one shape :)
each great piece, or Noble-man,
hath one of these to waite upon
himselfe.



How to place the Chesse-men.

CHAP. III.

THe Chesse-boord standing as
here thou seest, with the white
corner

of Chess-play.

ape:)
man;
upon



as
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on thy right hand, rather then the
blacke, though otherwise it bee not
much materiall, thou shalt then place
the white King in the fourth House,
being blacke, from the corner of the
field, in thy first or lowermost ranke,
and the blacke King thou shalt place
in a white house, being the fourth on
the other side, in thy adversaries first
ranke, just opposite against the white
King: then place the white Queene
next unto the King of her colour, in a
white house, which is the fourth, on
that side the field: likewise the black
Queen in a blacke house, next to her
King in the same ranke: for so is the
saying, *Servat Regina colores.*

Thus when you have placed the
Queenes next to their Kings, then
shal you place on the other side of the
Kings, in the same ranke, first a Bi-
shop, because that being the man of
counsell, he obtraineth the place be-
fore the Knight, who is the man of
exe-

The Famous Game

execution, according to the saying, *Cedant arma togi*; place ye therefore the Knight next after the Bishop: and after your Knight the Rooke, (which is the Land-tyller) in the last place and corner of the field: On the Queenes side, and next to her, place also a Bishop, then a Knight, and a Rooke.

And lastly the Pawnes, place before each great piece one, as the attendant of the same piece, so that as the great men doe fill up the first ranke, the Pawnes likewise, must fill the second ranke, from one corner of the field to the other. And then looke how many great men and Pawnes belongs unto the King, so many have the Queenes, pertaining to their attendance: to w^{it}, three great men, and foure pawnes a piece: that is, one Bishop, one Knight, and one Rooke; their owne pawne, their Bishops pawne, their Knights pawne,

of Cheſſe-play.

pawne, and their Rookes pawne.

*What is the Draught or march of
each piece.*

CHAP. III.

THe men thus ſeated or placed, it
commeth next to bee knowne
what their march is, and how they
are advanced, and likewise how they
take, guard, and checke.

First therefore of the pawnes, who
like adventurous Souldiers, com-
monly begin the Skyrmiſh, and give
the firſt onſet; their march is fore-
ward in their owne file, one Houſe at
once onely, and never backward, for
the Pawnes alone never retire. And
the manner of their taking or ſlaying
their enemies, is (like as an Archer
delivereth his Arrow, ſomewhat ſide-
ling of his Bow-hand) aſlope, in the

The Famous Game

next house forward, of the next file to him on either side : where, when he hath taken his enemy, and placed himselfe in his place, he proceedeth afterward to remove forward still one house at once in that file, untill occasion bee given him to take againe. Where observe that this piece alone taketh not as he goeth, for hee goeth forward, and taketh side long or aslope.

Now as the Pawne taketh, as above is said, so and no otherwise guardeth hee any of his owne side : that is, hee guardeth a piece of his side, which standeth in that place, where if it were an adverse piece the Pawne might take it. In the same sort also doth a Pawne checke the King, to wit, as hee taketh, not as he goeth ; which check of the Pawne, if the adverse King cannot avoid, either by taking up the Pawn himselfe (if the Pawn be unguarded) or causing him

of Chess play.

him to be taken by some of his pieces, hee must either remove himselfe out of the said Pawns checke, or if he cannot, it is Pawns mate, and so the Game is ended, and lost for him whose King is so mate. This is the Pawns draught. *Now the Rook, like one ploughing with Oxen, goeth forward and backward in any File, and grosse wise, to and fro in any rank, so faire as he listeth, and that there standeth no piece betweene him and the place he would go to, so doth the Rook root out any adverse piece. So guardeth he his owne, and so like wise doth he check the King, which check, if that he cannot either cover by interposing some piece of his, betweene the checking Rook and himselfe, or take the Rook, or cause him to be taken, hee must remove himselfe out of that check, or it is Mate, and the Game is ended.*

not corner wife

This is the Rookes draught.

The Famous Game

The Knight, like one managing of a great horse, skippeth forward, backward, and on either hand, from the place he standeth in, to the next five one, of another colour; which is a slope march. So slayeth he his foes, guardeth his friends, and checks the adverse King: which check, because (like the pawns check) it cannot be covered, the King must either remove, or cause the Knight to be taken (for him self cannot take the knight that checks him) or it is mate, and the Game is ended. This is the Knights draught.

211 The Bishop (like a grave Senior, as it were, riding on a Mule, never out of his owne tracke :) walketh alwaies in the same colour of the field, that hee is first placed in, forward and backward, aslope every way, so farre as he listeth, and that his way is cleare betwixt him and the place hee intends to goe to: So rebuketh he the adversary, so guardeth his consorts,

212 and

of Chesse-play.

and checketh the aduerse King: which
unavoided, (as above is said) is mate
to him, and then the Game is ended.
This is the Bishops draught.

The Queenes walke is more uni-
uersall: for like a vigilant Generall;
prolong through all rankes, files, and
quarters of an Armie, either in him-
selfe or in his authority; shee goeth
the draughts of all the abovenamed
pieces, the Knights onely excepted,
(for shee goeth not from one colour
to another aslope) so farre as shee li-
steth, and findeth the way unclogg'd
of any piece: so vexeth shee her ad-
versaries, so protecteth shee her peo-
ple, so mateth she the King; unlesse
(as above is said,) he remove, cove-
nake, or can cause her to be taken: For
else it is mate; and the Game is ended;
This is the Queenes draught.

Now the Kings walk is full of Ma-
jesty, removing at once but as out of
the Hall into the Great-Chamber:

The Famous Game

thence at another time, into the Presence: & so to the Privy-chamber, and after to the Bed-chamber, &c. He stirreth (I say) but from his own place, to the next to him any way, that either is empty of his own people, or where he may take and slay any unguarded enemy; or where hee may stand unchecked of any adverse piece. So confoundeth he his Foes, defendeth his subjects, but checks not the adverse King who must never come so neer him as that they should checke each other: for there must ever be one House or place at least, betwixt the two Kings, although unoccupied of any other piece: and if one King were driven to that distresse as to flie for safety into the King his adversaries bosome, then is it mate or a stale: and so the game is won for him that giveth the first, and lost for him that giveth the latter.

This is the Kings draught, and the severall draughts and walks of every one of the Chesse-men. *An*

of Chesse-play.

An Example how the Chasemen guard
each other, by their standing
or first placing.

CHAP. V.

If on your man you light,
The first draught shall you play:
If not, 'tis mine by right,
At first to leade the way.



The Kings have either of them se-
ven men a piece, & their Queens

as

The famous Game

as many to attend them, as before is said: The King (whether blacke or white) giveth guard to five persons or pieces, before he goeth forth, and being once advanced forwards into the field, although it be but into the second house, he then, and still after, in all his march, giveth guard to eight houses, till he come to one side or other of the field againe.

Now those five whom he guardeth before he goeth forth are these: First of all, hee guardeth his Queene, on whom his greatest care dependeth: secondly, his owne Bishop: thirdly, his owne Pawne: fourthly, his Queenes Pawne: and lastly, his Bishops pawn.

The Queene protecteth her King, her Bishop, her owne Pawne, her Kings Pawne, and her Bishops Pawn: By this you see the Queene guardeth as many as the King, before she goeth forth, and after, till the field be won or lost. The Kings Bishop giveth guard

of Chesse-play.

guard to the Kings Pawne, and to his
Knights Pawne: the Queens Bishop
giveth guard to the Queenes Pawne,
& to the Knights Pawn: the Knights
give guard but to three Houses a-
piece before they goe forth, but after
they are from the side of the Field,
they give guard to as many houses as
the King or Queen doth. Now those
Houses which the Knights guard ere
they goe forth, are these; the Kings
Knight giveth guard to the Kings
Pawne, and to the third house in the
front of the Kings Bishops Pawn, and
to the third House in the front of the
Kings Rookes Pawne: the Queenes
Knight giveth guard to her Pawne,
and to the third house in the front of
her Bishops Pawn, as also to the third
house in the front of her Rooks pawn.
The Kings Rook giveth guard to his
own Pawn, and to the Kings knight,
& to no more, untill he be from the side
of the field, and then he giveth guard
to

The famous Game

to foure houses, and in like sort is the power of the *Queenes Rooke*. The *Pawnes* also before they be advanced forward into the *Field*, give guard to these *Houses* or places; to wit, the *Kings pawn* giveth guard to the third *House* before the *Queen*, and to the third house before the *Kings Bishop*: the *queens pawn* giveth guard to the third *House* before the *King*, and to the third *House* before her *Bishop*: the *Kings Bishops Pawn* giveth guard to the third *House* before the *King*, and to the third house before the *kings Knight*: the *Queens Bishops Pawne* giveth guard to the third *House* before the *Queen*, & to the third house before the *Queens knight*: the *Kings Knights Pawne* giveth guard to the third house before the *Kings Bishop*, and to the third *House* before the *Kings Rooke*: the *Queenes Knights Pawn* giveth guard to the third house before the *Queenes Bishop*, and
to

of Chesse-play.

to the third House before the Queens Rooke: the Kings Rooks pawne, and the Queens Rookes pawne, give but one guard a piece, and that is, to the third Houses before the Knights, by reason they stand on the side of the Field. Thus have I shewed you, from the King to the Pawne, how the men guard each other, before any of them be stirred from the places of their first standing.

*Of the difference in worth among the
the great men : and first by oc-
casion thereof,*

*A satisfaction concerning the Names
and resemblances of the great men.*

CHAP. VI.

WHereas in the former Chap-
ters (especially in the first
and second) I have given a deno-
mination to the pieces, or *Chesse-men*,
accor-

The famous Game

according as most usually they are thereby known in *England*; and withall, in their *analogicke* resemblances, have said, the Rooke to represent the Communalty or third Estate of a Common-wealth, of which third Estate, the chiefeft member is (questionles) the Countreyman and Landtyller: I am not ignorant that as there are other Names in use, with some, there are also other Analogies and resemblances given; Some terming the Queene the *Amazon*, of her going forth to warre, whilest the King her Husband seemeth to sit still at home, as it is reported the use of those women to have beene heretofore, in that (I thinke) *Utopian* countrey: Likewise the Rooke is called of some the Duke; and their reason I suppose, because it is a piece next of worth in this play to the Queene: But by their patience, that name (for the right signification of a Leader,) weer

of Chess-play.

were fitter, in my mind, for the piece called the Queen; whose much going abroad to and fro, with that unlimited command, seemeth to be a leading forth of all the men to Battell: The Rookes moreover, by tarrying most at home (which is is commonly the best Play,) seeming as uncapable of the name of Leaders or Dukes.

But the truth is, we may allow them that Name, in the sence that the *French* seemes to inſerre, by their denomination of this piece, which they call *Le Roc*, or *Le eustode de la Roche*, (that is to say) the Rocke or keeper of the Rocke: intending thereby, the Governor of a Province, which commonly is resident in the strongest castle in the Countrey, and those Castles are strongest, the which are built on a Rocke: which Governments or Presidentships of Provinces likewise, are there conferred, on the greatest men, and they are commonly Dukes.

So

The famous Game

So that although these Dukes seeme remote from the King and Court, yet in their substitution and trust on them reposed, they may be accounted in worth and power next to the King. In this sence (I say) may the Rookes bee called Dukes. For the Bishop, the *French* likewise doth tearme it, *L'Archer*, that is to say, the Archer, or Bow-man; because of his draught, which is side-ling a slope, as an Archer doth deliver his Arrow.

But notwithstanding this diversity of names and acceptions, I will in the cōparison of the difference of worth among the pieces, keepe my first denomination: not declining likewise my former *analogie*, especially, for the Rooke; which having said to resemble in one piece, the united body of the Commons, (surely the greatest part, and very *Basis* of the State politticke) is (and no marvell) of worth therein next to the King and Queen,
the

of Chesse-play.

the other Estates, how Honourable
soever, being but Ministers under
the King, for the safe guiding and
protection of that his people, or third
Estate of the Land.

*The difference of the great Men
in their worth.*

CHAP. VII.

MAny that can play a little at
this Game, perswade them-
selves, that if they can take one great
man for another, they shall doe well
enough, but they are much decei-
ved; For there is a great deale of
difference in the men, which appea-
reth thus:

The King advised by his Coun-
sell of Warre not to be fit that hee
should expose his owne person un-
to danger, upon every occasion,

D

or

The Famous Game

ordaineth a Generall under him, to have the command and leading of his men; which Generall hath under him Colonels, Captaines, and other inferiour Officers to assist him, for the better guiding and governing of the Army: Even so at this Game, there is a Generall, which is the Queene, and shee doth more service then any two or three other Great men; and if she happen at any time to be lost, the King whose Queene is taken, will certainly lose the field; unlessse the other be so filly, as not to make use of such an advantage.

Know therefore, that if one of the Kings, for to take the adverse Queen, loseth two or three of his best men, as both his Rookes, and a Bishop or Knight, yet hath he the advantage, if he can handle his Game well.

Next to the Queene for value is a Rook; for by how much a Queen is more in worth than a Rooke, by so much

of Chesse-play.

much is a Rooke more in worth then
a Bishop or Knight : so that a Rooke
is more worth than either two Bi-
shops or two Knights, by reason hee
can give a Mate himselfe, with the
helpe of the King, which no other
piece can doe, unlesse it bee a very
skilfull player that doth it : but eve-
ry scholler at Chesse-play can give a
Mate with a Rooke and a King, soo-
ner than will be done with any other
two men.

Now the Bishops are accounted
better then the Knights, by reason
they can give a Mate with the King,
when no other men are left to helpe
them, a great deale more easily then
the Knights, which hardly, or not at
all can doe it : yet had I rather lose
a Bishop then a Knight, because the
Knights checke, is more dangerous
than the Bishops : for the Bishop is
tyed to one colour of the Field, out
of which he may not passe, but the
Knight

The Famous Game

Knight passeth into all the Houses of the Field : The Bishops check may be covered, the Knights check cannot : and moreover, if it happen one of the Kings to have no other men left but his Bishops, and the other King none but his Knights, the Knights may with their checks, take the Bishops one after another, because the Bishops cannot guard each other, which the Knights can doe : so that at the beginning of the Game I had rather lose my Bishops for my adversaries Knights, then on the contrary, lose my Knights, to gaine my adversaries Bishops.

Thus much for the differences of worth in the great men.

The

of Cheſſe-play.

*The differences of worth among
the Pawns.*

CHAP. VIII.

AS for the Pawns, there is not ſo much to bee ſaid as of the Noble men, by reaſon there is not that kinde of varietie in their Draughts: Onely thus, the Kings Biſhops Pawne is the beſt Pawne in the field: and therefore there ought more care to be had of him, then of any other: For if it ſhould ſo happen that the blacke King ſhould loſe his Biſhops Pawne, for the gaining of the white Kings Pawne, yet the blacke Kings loſſe were the greater, becauſe hee would not afterwards bee able to make a ranke of Pawns, of three of a ranke, on that ſide of the Field, for his owne ſafe-guard, which is

D 3 a great

The Famous Game

a great disadvantage ; wherefore it were better for either of the Kings to lose his owne Pawne, than his Bishop pawne. But if it bee said that the King which loseth his Bishops pawne, may relieve himselfe on the other side of the Field, turning to his Queenes Rookes quarter, where hee shall have pawns enough to succour him : I answer, it is true, he may doe so, but he will be longer in bringing his purpose to effect; because there are more pieces betweene his Queenes Rooke and him, by one draught, then betweene his owne Rooke and himselfe : so that in the playing of that draught hee will indanger to lose the Game, if his adversary can but make right use of an idle draught : The Kings own Pawne is next of worth, which often keeps the King from a check by discovery: then the Queens pawne is next, and afterwards the Knights Pawne, and last of all, the Rookes

of Chesse-play.

Rookes Pawnes : for that they give guard but to one house of the field a piece. Thus much for the value of the pawnes, the one more than the other.

*Of certaine prerogatives belonging
to some of the Pieces or
Chesse-men.*

CHAP. IX.

AS in a well ordered Commonwealth there are certaine gratuities usually bestowed on two severall kindes or degrees of men, on the Highest and on the lowest, on the Prince, and on the poore or Begger : on the Prince, as a present or Subsidie : on the poore, as a Benevolence or gift : So at this Game of Chesse-play, there are two of the pieces which do challenge extraordinary allowances, that none of the rest can pretend

The Famous Game

pretend; to wit, the greatest and the least, the King, and the Pawne: the King, as his prerogatives or Royalties: the Pawne, as his Priviledges and immunities: and there are two of them belonging to each of these pieces.

The first Prerogative pertaining to the King is, That whereas his remove or draught hath been said to be from the place of his standing at any time, to the next House or place, in File or ranke, of any side (that is; one onely steppe at once) yet if at any time his ranke be cleared of his men, so that none standeth betwixt the King and the Rooke of either corner, hee the King may then, for his more safety, change or shift with what Rooke hee listeth, between whom and himselfe the way or ranke standeth empty of other men: so long as neither hee, the King, nor the Rooke he meaneth to change with all, hath yet beene removed,

of Chess-play.

moved any draught from the place of their first standing : And the manner of the Kings changing or shifting with a Rooke, is this ; the ranke cleared as I have said, and neither King nor Rooke having yet stirred, he may goe two draughts at once to his own Rooke (and so toward his Queenes Rooke) causing the Rooke he changeth withall to leave his place, and to come and stand by him on the other side ; that is, his owne Rooke in the Bishops place, and the Queens Rook in the Queenes place : and either of these changes but for one draught ; This is the Kings first Prerogative , the second is this : That whereas by permission of warlike Discipline, hostile and violent hands may be laid on any man, by any adversary, on whose danger his fortune carryeth him, the King alone is hereof excepted : on whom no such violence must be used by any man, but he is onely to be saluted

The famous Game

saluted by that adversary on whose way he cometh, with the word *Check*, thereby admonishing him to looke to his more safety : and if that adversary shall yet doe this, unguarded, in a place so neere the King, as where by his true draught he may step, the King may there slay him with his owne hand, if so he think good. This is the Kings second Prerogative.

Now the first priviledge belonging to the Pawne is, that whereas his remove is but to the next house forward, in his owne file at once (when he marcheth) and to the next House, side-long aslope forward, of the next File of either side, (when hee taketh) the Priviledge, I say, belonging to the Pawne is, that any pawne may remove to the second house forward, which is the fourth ranke in his owne file, for his first draught, and ever after, but one forward at once : This is the first priviledge of the Pawns, the
second

of Chesse-play.

second is much greater, and that is this: When any Pawne through valorous endeavour, reacheth so farre as to the adversaries first Ranke, and there placeth himsele into any of his Noble Houses, hee is there even by that fact, endued and dignified, with both the Name and power of a Queene, and so becommeth a Generall of his owne Kings forces, if so be the first Queene or Generall be slaine before, and throne out of the field: And if the first Queene be yet standing in the field, the Pawn comming to his adverse Kings ranke aforesaid, in any House whatsoever, may there be made what piece ye please, that alreadie you have lost, that is, eyther Rooke, Bishop, or Knight: This is the Pawns second and greatest priviledge, which affordeth the morrall, spoken of in the end of the first chapter. Thus much of the Prerogatives of these two pieces, the King and the Pawne.

That

The famous Game

*That there is no Rule for
this Game.*

CHAP. X.

HAVING thus in the former Chapter plainly shewed thee, *Reader*, what belongeth to the *Chesse-men*, to wit, the Names, Places, and Draughts of all, and the priviledges of some: It would now follow in fit order, I should begin to shew thee how to play the Game: But for as much as some are perswaded it may bee playd by a certaine Rule: so as who hath that Rule, may play with the best Gamester at it, and bee sure to win the game (for so it must follow, or else it is no good rule) give me leave ere I proceed any farther, to satisfie thee in a word or two to the contrary, that there is no such Rule, nor that no such Rule

of Chesse-play.

Rule can be by the wit of man invented or prescribed. For, first if there were a rule for this game, then might every shallow-witted fellow, that only had memory, (though no judgement) be a Chesse-player; whereas we see it is onely strength of wit, and ripenesse of provident industry, that enableth a man to play well at this Game. Againe, were there a Rule for it, then should there be but one manner of beginning, and one manner of ending, which cannot be; for he that can play knoweth, sometime the game is begun with some of the Pawns, another time with any of the knights: sometimes with Pawns and Noble-men, sometimes with Noble-men alone: Also, if there were a Rule for the Game, how commeth it to passe that a Mate is given with any of the men in the field upon guard, and some of the men will give a Mate without a guard? and that is when the distressed

The famous Game

fed King is driven to the side of the field, or to a corner of the field: the pursuing King lodging in the third House opposite against him, then the Queen assailant, or one of the Rooks assailant, giveth the Mate to the distressed King, by falling into any of the Houses, in the same Ranke or File, where the distressed King standeth: but upon guard, any of the pawnes or of the Bishops, or any of the Knights can also give a Mate: Furthermore, it is certaine that a Mate may be given in any house of the Field: Now there are 64. Houses: Then you will say, there must bee as many Rules, to bring to passe that the King may bee Mated in any of these Houses, and when you have proved that, then you must bring forth so many severall rules, as there are men in the Field, because they all can upon guard give a Mate; After all this, I will demand rules how to give a Mate by discove-
rie,

of Chesse-play.

ric, and then you must finde mee as many rules for that : by reason every man may discover, whereby a Mate may be given. Thus mayest thou see (*gentle Reader*) by what I have shewed thee, that if there be a Rule for this Game, there must also be more then one; and if more then one, more then one hundred : But since I knew the Game to this day, I never could meet with any man, that could shew mee any one Rule for it ; and indeed the playing of it, is according to the purpose of them that play, and not after any prescribed Rule : which if any man would tye himselfe to observe, I would assure my selfe, if hee would play against mee, without marking my comming forth against him (but following still his Rule) that I would give him the Mate, doe what hee could.

The

The famous Game



THE SECOND PART.

*Consisting of Precepts and advises, for
both the Assailant and Defendant,
how to begin to play,
and first,
Of the first Draught, who ought to have
it, and what it ought to be.*

CHAP. XI.

Now that I come to deliver thee
some short precepts or avises co-
cerning thy playing at this game, thou
oughtest first of all carefully to re-
member and call to mind, what hath
bin said before, concerning the severall
draughts or removes of the men, how
they take their enemies and guard
each other; then how they checke
the

of Chesse-play.

check the aduerse K. & upon guard
(or sometime without gard) mate
him: And consequently, thou must
understand that it is an advantage to
play first, that is, to have the first
Draught, no lesse then in a Fight to
strike the first blow: which (I suppose)
no man but had rather giue then re-
ceiue, and better it is to be assailant
then deffendant. To know therefore
to whō the first draugh doth belong,
doe thus; Your men being all placed,
as I have taught you, take up of either
colour one Pawne, and shuffling them
in your hands under the table, take
privily the one into one fist, and the
other in the other fist, which closed,
offer to your Play-fellow, and
looke whether fist he chuseth, if his
owne Pawne be therein, his is the first
draught, if otherwise, it is yours.

Some lay a Pawn down in the mid-
dle of the Chesse-bord, and with an
easy touch to the foote, wheele him

E

about

The Famous Game

about, & into what colour the foot of it doth rest, he is to play first, whose men are of that colour: But when a game is ended, & a Mate given, he is to have the first draught for the next Game, that gave the former Mate. Now for thy first Draught, what it ought to bee: Some that play well, will remoue their Kings knights pawne one single remoue, that is, to the third House in his owne File, thereby for their next draught, intending to place their Kings Bishop where that pawne stood, & so having remooved away their Kings knight, to change as fast as they can, to make their game the stronger: & some will play their kings Rookes pawne first, a double draught, that for their next draught, having plaid their kings Bishops pawne a single draught, they may play out their Kings knight under that first removed Pawne with lesse danger having ther a safe retreat

for

of Chesse-play.

for him at his neede. Others, & most
that can play well, doe remove their
Kings Pawn first, a double remove,
that if they be not prevented by the
adversaryes playing the like play,
they may still move that Pawne for-
ward with good guard; for hee will
prove very prejudiciall to the adverse
King. Now that Pawne indeed I
would have thee to remoue for thy
first draught, but not so venturously
as a double remoue; because unlesse
thou canst cunningly guard him then
thou art like (by the Queens cōming
foorth upon him,) to loose him with
a check to thy King, to the great ha-
zard of thy Kings Rook: but play thy
kings Pawne one remove onely, that
thou mayst giue way to thy queen to
com forth one way two houses aslop
and to thy Kings Bishop to come
foorth the other way three houses
aslope, & so put thy adversarie upon
his negligence, in danger of a Schol-
lers

The Famous Game

lers Mate. Now it is ill to play the Bishops pawn first, & worse to play the Queens pawn first, for many reasons that I could tell thee, & as the Latine Proverbe intimateth, saying : *Ante Reginam noli deponere primam.*

Of playing the men in guard each of other, & of warynesse in retreating.

CHAP. XII.

NOW he that is desirous to practise this game, must obserue diligently, if he assaulteth so to play his men in guard each of other, that is, so to second his pieces, that if any man hee advanceth be taken the enemy may be takē again by that piece that guards or seconds it : so shall hee loose no man cleare, which is the undoing of a game, when a man playeth with his equall in skill. Likewise he must hold his places & passages free for retreat as occasiō shal serue, lest negligence
pro-

of Chesse-play.

procure therein his overthrow.

If he defendeth likewise, which he must do very carefully (if he findeth himselfe not so well able to assaulte,) he must not only answer the assaulte sufficiently, by foreseeing his enemies proiect, and preventing it, but also devise plots how to grieue the Assailant, & especially how to entrap such Princes as are by him advanced, preventing their retreat, amongst which a Pawne is the soonest intrapped, because he may not go back to relieue himself, but Bishops & Rooks are harder to be circumvented, because they can flie from one side of the Field to the other, to avoyd perill, the Knights & the queens are the hardest of all to be betrayed, by reason they haue so many places of reliefe, especially the Queen. Obserue then here for a maine secret of this Game, that thou beest sure (if it be possible) to haue still as many guardes upon one piece of thing, as

The Famous Game

thou seest thine enemy to advance of his upon it, for to take it, but especially that thy guardes bee of lesse value then the pieces he assaileth withall: for then if he fall to taking, thou wilt be sure to get advantage by it: and if thou seest thou canst not guard thy piece, but of necessity thou must lose it, then looke about whether by advancing some other piece of thine in garde, thou mayst take a farre better of his, in case he take that forlorne one; for so, many times, thy forlorne piece may be saved, when no meanes else can save it. As for example, if hee makes for a Pawne of thine, and thou canst not garde him, see if by advancing another pawne thou maist endanger a Bishop or Knight of his, in case he takes that pawne; or if he make for a Bishop, and thou canst not guard him: see whether with a guarded Knight or Bishop, thou mayest endanger his Queene or Rooke: But
be

of Cheſſe-play.

be ſure alwayes that that piece which thou advanceſt upon him to ſave another, be guarded ; elſe, both it, and perhaps the other too, might bee in danger to be taken.

Of taking firſt, and changing man for man, for following of advantage.

CHAP. XIII.

VHEN an adverſe piece cometh in the way of one of thine, ſo as by it, all may bee taken ; conſider firſt whether it bee of like worth to thine, and next, whether it is preſently in the next Draught like to procure thee any miſchiefe, if not, and that it be not rather better then worſe, then that piece thou wouldeſt venture for it, or that thou canſt not ſee it to bee readie to doe thee any great diſpleaſure, let it alone : For as it is beſt to

The Famous Game

first, it is best againe to take last, vnles
(as I saide) thou mightest either take
the piece clear, or get a better then
that thou loosest, to take it, or at least-
wise disorder him a Pawne, in his ta-
king the piece of thine that tooke his:
But when thou hast gotten the advan-
tage, were it but of one good piece
for a worse, or of a Pawne cleare, then
to take piece for piece as often as thou
canst, is thy best way, and the sure fol-
lowing of thy gotten advantage.

Where likewise thou oughtest to
obserue what piece thy adversary play-
eth best withall, or vseth most, & such
a piece bee sure to deprive him of, so
soone as thou canst, though with losse
of the like, or of one somewhat better
then it, as of a Bishop, for a Knight:
For so a man which is challenged to
single Combat, will learne what wea-
pon his adversary is best skilled at &
though it were the same himselfe vsu-
ally handlerh, yet will hee bee sure to
ap-

of Chesse-play.

appointe him another to fight with,
therby to frustrate his over-great cū-
ning and to bring that enemie of his
to a safer equalitie with himselfe.

Of intrapping the Queene,

CHAP. XIX.

AS thy drift in playing at Chesse,
must bee especially to giue the
Mate; which is, when thou so chec-
kest thy aduersarie King, as he neither
can take the checking piece, because it
is guarded; nor cover the checke, nor
yet remoue out of it: So in the meane
time thou oughtest to proiect, how to
bereaue him of some of his best pie-
ces, as of his Queene, or of his Rook.
The way to intrap a Queene is chief-
ly two-fold, first, by tying her to her
King, so as shee may not remoue from
him, for leaving him in checke of an

ad.

The famous Game

adverse piece: secondly, by bringing her to (or espying her in such a place, as a Knight of yours may checke her King, & at the next draught take her: Thus for example may you do the first Suppose thy adversaries Queene standeth before her King in the same file, no piece covering him but her, or likewise that she standeth on the side of her King in the same Rank, no piece of theirs betwixt them: if then thou canst bring a Rooke of thine, guarded vpon her, so as but for her thy Rooke should check the King, then unless she can interpose a piece of hers guarded betwixt her selfe and thy Rooke, that Rook of thine will take her at the next draught: The like may you doe with a Bishop, if the adverse Queene covereth her King slope-wise: and if shee stand not in any such posture, but may be brought to it, allure her thither, with some unguarded piece, which she for greedinesse to take for nothing, may unad-

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eff

of Chess-play.

unadvisedly bring her selfe into a pack
of troubles.

Now to catch the Queene with a
Knight, imagine the aduerse King
standeth unremoued in his own place,
and his Queene hath brought her selfe
to stand in the place where the Kings
Rooks Pawne first stood, espying her
in that posture, bring thou (if thou
canst,) a Knight of thine to check her
King, in the third house before his
owne Bysnop, and if their be no man
readie to take up thy Knight instantly
he will at the next draught take vp the
Queene: These and like wayes may-
est thou espye how to get a Queene:
which if they happen not by chance,
as often it commeth to passe they do,
thou must endeavour with cunning to
effect them.

of

The famous Game

Of surprising the Rookes.

CHAP. XV.

THe Rooks are likewise two waies to be surprised: First, by playing thy Byshop into thy Knights pawnes first place of standing, which Byshop of thine shall then lurke towards the adverse Rooke of the opposite corner a slope, which if thou canst at any time procure to be uncovered of the Knights Pawne, thy Byshop will assuredly take him cleare, and for nothing. The other way of surprising a Rooke, is as the way of surprising a Queene, with eyther Byshop or Knight, where observe that thy adversaryes Queenes Rooke, is so much the easier to bee gotte with thy Queenes Knight, that that Knight at his third draught may check the king, & for his fourth

of Chesse-play.

fourth draught take the same Rooke.

Also for Example, how a Rooke may be takē by a bishop with a check to the King, doe thus onely for example sake. Set the men: Imagine thou playest with the white ones, thy adversary with the black: thou hast removed thy Kings pawne one draught forward: then suppose his Queenes pawne, and queenes rooks pawne are both gone, so is thy queenes Rooke, and now thou art to play: Put up thy Queenes Rookes pawne a double draught forwards: Hee (seeing nothing to hinder him) takes that pawne with his Rooke: thou checkest his King, with thy Kings Byshop, in the fifth house forwards of thy Queenes knights File: which checke howsoever he covereth, thy Kings Byshop will take his queenes rook at the next draught. Thus and many such wayes, may a Rooke be surprized.

of

The famous Game

Of a Forke.

CHAP. XVI.

A Pretie way also to get a great man for a pawne, is, whē you spy two great men of your Adversaries standing in one and the same rancke; and but one House betwixt them: then prepare a guard (if you have it not readie,) for a Pawne, which you shall bring up to the rancke, next to them in the middle or front of both of them, and assuredly, how soever he saue the one, your pawn will take the other: as for Example. Imagine a Byshop and a Knight of thy adversaries, to stand in this or the like posture, to wit, his queens Byshop in the fourth house of the same queenes Byshops file, and his Kings knight in the fourth house of his queenes File: seeing

of Chesse-play.

ing them so, play thou up thy queens
kinghts pawne, one single draught, &
at thy next draught, thy queenes By-
shops pawne a double draught, and
howsoever hee doth, he shall loose ei-
ther Byshop or Knight, for that By-
shops pawne of thine: This is called
a *Ferke*, you may call it a *Dilemma*.

Of a Discoverie.

CHAP. XVII.

A Check by Discoverie, being one
of the pretyest trickes thou canst
put upon thy adversarie at Chesse,
& most hurtfull unto him, thou must
be vigilant to espye the occasion for
to bring it about, which may be thus:
See when his King is weakly guarded
any way, or not guarded at all, that is,
easie to be checked: then before thou
bringest thy piece that may check him
there,

The famous Game

there, bring some other piece in that course, that Checks him not : afterwards bring that piece of thine there that will Check him, thy first brought piece being away ; and then as soone as thou canst , remove away that former piece where it may most annoye him, crying withall, *checke* by discovery of thy last brought piece ; which hee being forced to cover, or to remove from it, thou mayest with thy piece (which thou removedst from between the Check) do him again a worse mischiefe, at her next draught. As for Example sake :

I will suppose thou playest with the white men : Hee mooves first, to wit, his Kings Pawne forwards a double Draught , thou answer'st in the like play : Hee playeth out his Kings Knight, in front of his Kings Bishops Pavne, Thou do'st the like with thine : That knight of his takes thy kings pavne, thy knight takes his
like-

of Chesse play.

likewise; He advanceth the Queenes Pawne one remove, to take or chase away the Knight; Thou playest up thy white Queene, one remove before thy King, to threaten likewise his Knight: Hee had rather save his Knight from thy Queene, then take thine with his Queenes Pawn, therefore playeth him away into a safer place; Thou playest that Kings knight of thine, in front of his Queenes Bishops Pawne, and therewithall cryest *Check*, by discovery of thy Queene; which *Check* by discovery, let him cover how hee can, thy Knight will surely take his Queene, at thy next Draught.

Many other wayes may a discovery be brought to passe, and oftentimes a Mate given by it, which is the noblest Mate of all.

The Famous Game

Of making a new Queene.

CHAP. XVIII.

THe losse of a Queene cleare, or for any piece but a Queene (yea, for any two pieces else) is so desperate a weakening to a Game at Chesse, as who so hath got that advantage, if he be but of indifferent equall skill with his adversary, it is ten to one of his side, that he winneth the Game: yet as long as there are Pawns left on either side, there may be hope of making a new Queene: and if so, of reviving the likelyhood of the Game. To this effect, labour even from the beginning of the Game, to bring of thy Pawns one or more, up to thy adversaries second ranke, (which is the seventh from thy first) and there guard him well against such neede: The best

of Chesse-play.

best piece next to a Rooke, to guard a Pawne long, for such a purpose, is a Bishop close to him upwards aslope, for so they guard each other forward & backward, but a Rook on the next File of either hand that Pawne thou intendest to make a Queene of, guardeth him safely, especially from the Kings incursion, if the Rooke stand in a File betweene the adverse King and thy Pawne. When thou hast a Pawn at that passe, then get the house before him in the eighth ranke void as soone as thou canst, though with losse of a very good piece, and carefully looking that no adverse Piece may take thy Pawne, as thou advancest him there, play him to that eighth Ranke, where hee no sooner commeth, but hee hath all the power and faculty belonging to a Queene: even as if thou hadst instead of that Pawne, plaid thy first Queen thither. Also two pawns, in Files next one to

The Famous Game

the other, and playd up close together, first one forward, then the other, is a strong way for to make a new Queene, specially if one of them be guarded underneath by a Rooke: for so they will force their way forward afore them, neither can any of them be taken without great difficulty and important losse.

Of the Schollers Mate.

CHAP. XIX.

Now to describe here unto thee (*Reader*) the playing of a whole Mate by every parricular draught, as between two good Players, would be over-tedious for this place, and to no great purpose neither, but onely to shew thee occularly the Draughts, Guards, and Checks of all the men, where-

of Chess-play.

whereof thou art already sufficiently instructed: yet the pleasure of one short Mate or two, I will give thee heere: and first, the Schollers Mate, which unprevented thou mayst thus give at foure Draughts.

The men being set, and thine the first draught (suppose) thou advancest thy Kings Pawne forward one single remove: thy adversary gallantly playeth his Kings Pawne out forwards a double remove in his owne File: thou for thy second Draught comest forth with thy Queene upon that Pawne, placing her in the first House forward of thy Kings Rooks file: he to guard that his Kings Pawne, playeth forth his Queens Knight into the third House of his Queenes Bishops file: thou hoping he will not see the attempt, bringest forth thy Kings Bishop for thy third draught, which thou placest in the fourth House of thy Queenes Bishops file: Hee not

The Famous Game

perceiving the drift, and thinking all secure, makes for thy Queene, with his Kings Knight, which for that purpose, hee playeth in front of his Kings Bishops Pawne, either to take her, or chase her away, thou glad of that lovest no time, but taking up that Bishops Pawne with thy Queene, for thy fourth draught, givest him that Mate, which because none but a rawe Scholler at Chesse-play, but might have prevented, is called a Schollers Mate: the *French* calls it *Le Mat du Bergier*, the Shepherds Mate: as implying, if Peasants would be Chesse-players, such a Mate might a man soone give them. Yet howsoever, it is good play to bring forth your men for it first: for though a good player will easily prevent it, yet if your men can abide by it a while, you may thereby espie, at one time or other, an unlooked for advantage, and perhaps that very Mate too.

of

of Chesse-play.

*Of a Mate to bee given at
two Draughts.*

CHAP. XX.

MEeting with an easie Gamester,
thou mightst likewise give him
a Mate at two draughts, if he should
chance to play thus : First, to re-
move his Kings Bishops Pawne, a sin-
gle draught (which I told thee before,
was ill to play for the first draught)
thou thy Kings Pawne, a single re-
move : he for his second draught, his
Kings knights pawn, advanced a dou-
ble remove : thou bringing forth thy
Queene, into the fifth House of thy
Kings Rooks file, givest him Mate at
thy second draught : which Mate for
him that hath it given him, may well
(if the schollers Mate, be call'd the pe-
sants Mate) be termed the fools Mate.

The Famous Game

Of a Blinde Mate.

CHAP. XXI.

A Blinde Mate is, when thy Adversary giveth thee a check, such as thou canst not avoid, by either taking up the Checking-piece, nor by covering the check, nor by removing thy King from it, which is indeed an absolute Mate: but in so much as he not seeing it to be a Mate, cries onely *Checke* to thee, it is therefore called *A blinde Mate*, as who should say, a Mate given by a Blinde man (at least in skill.) And some there are that would have it the losse of halfe the gotten stake, for him that giveth it; their reason being, That a Blinde Mate is a Mate but as a blinde Horse is a Horse: for which there is no reason a man should pay so deare, as for a per-

of Chess-play.

a perfect sighted one: But yet unlesse you make it so at first betweene you, that is, agree before hand it shall bee so, a Blinde Mate is a Mate by play, and the utter losse of the Game and stake both, for him that hath it given him, albeit somewhat dishonorable to him that giveth it: It seeming to appeare that Fortune (which is to have no part in this play,) hath favour'd him more than his skill.

of a Stale.

CHAP. XXII.

A Stale may bee tearmed a monstrous Mate, that is, a Mate, and no Mate; an end of play, yet no end of the Game: because this Game should end but with a Check-Mate. It is not honourable for him that it is given to, but both dishonourable and dam-

The famous Game

dammmageable to him that giveth it;
For, the first institutors of this Game,
have decreed it the losse of Game
and Stake to him, and thus it is ef-
fected.

When his King that hath the worse
of the Game, and is distressed, is
brought to that passe that now hee
hath but one place left for him to fly
unto; and the pursuing King his ad-
versary is so unadvised as to bar him
of that place, or stop it without
checking him, that distressed King be-
ing then not able any way to remove
himselſe but in check, and having no
piece else of his owne that hee can
play, then it is a Stale, and as I said
before, a lost Game for him that hath
brought it to that passe. Therefore
let him that foloweth the flying king,
not forbear to give him Checke, so
long as he seeth him to have a place to
flee to: and when he seeth, that check-
ing him, hee hath no place to shun
his

of Cheſſe-play.

his Checke, then let him boldly cry
to him *Check-Mate*: ſo ſhall hee win
the Game and Stake with credit, and
be freed from bluſhing at a diſgrace-
full Stale.

Of a Dead Game.

CHAP. XXII.

A *Dead Game* hath thus much of
the nature of a ſtale, that it makes
an endleſſe end of the Game, both
the Gameſters having loſt their la-
bour, and ſaved their ſtakes: but for
aſmuch as hee that makes it ſo, not
only had no advantage of his adverſa-
ry, but rather the worſe of the game,
being the Defendant, it is therefore
both tollerable, and excuſable; for
hee hath done, as the Law ſpeaketh,
Se Defendendo.

It is thus brought about: When
the

The famous Game

the Assaylant thinking to have got some advantage; fallerh to take all that commeth to be taken, exchanging carelesly man for man: it hapneth that either King hath but one man a piece left him, the Assaylant following his eager pursuit, taketh his Adversaries man, not regarding that his King is in such posture as hee may take his also.

Thus both the Kings being deprived of all their men, having not so much as one alone left them, the Game is ended, without end; because the Kings cannot come so neerer wth one the other, as one to lay up and have ther.

Of the two therefore hee hath the more credit, that having the worst of it before, brings it to a dead Game though both of them doe save their skill Stakes.

of clud

of Chesse-play.

*Of the Civill carriage to bee used
in playing at this Game,*

which is

The Conclusion.

CHAP. XXIII.

HAVING thus like a faithfull friend
to the Game at Chesse, conducted
not so far along, even to her end & death, (our
the last Chapter treating of a *Dead game*)
; be- which yet for the worthines thereof,
neerer wish (for a Game) to live ever : And
ano- having likewise faithfully, and (as far
as in mee lay,) industriously taught
with thee *Reader*, what ever belongeth
worse thereunto, to make thee with a little
Game practise (without which no Art or
e their skill can ever bee obtained) able suf-
ficiently to play thereat, for thy ho-
nest recreation ; I will now con-
clude this little Treatise, with a word
of

The famous Game

of admonition, which I trust thy gentleness will take in no evill part at my hands, And thus it is :

Whereas the truth of this morall saying, is knowne to all that know any thing ; to wit, *Whosoever beeth thou standest in contention withall, him for that time doest thou therein make thy equall* : It notwithstanding often falleth out with some, that for thinking (or knowing) themselves greater persons then such as they admit to play with them, they looke they should observe them, and deferre unto them in all things ; whilst they will take license in many things, to doe and behave themselves farre otherwise then the indifferencie and law of the Game doth allow of, or common civility permit ; which in them savoureth ranke of inhumane arrogancie.

This I say, is seene with many, when being like to lose a Game, they
fall

of Chesse-play.

fall to cavelling, wrangling, paulte-
ring, yea, and somtimes growing to ill
language with him they play with.
all: wherein they deale so undiscreetly
for themselves, as for the lucre or sa-
ving of a little money (a trifle) to
discover their naturall inclination, not
to be free from a touch of an ill dis-
position.

This, *Reader*, with I thee to avoid
in playing at this Game, being a sport
of vertuous Sociery, although thou
playedst with one farre thy inferiour?
it being no disgrace for thee, or any,
to be overcome by industry, in whom
soever it lyeth, as those that are truly
valorous themselves, love valour even
in their enemies.

Doe not therefore, at no time that
thou playest at this Game (out of a
conceit, as I said, that any thing be-
comes thee well) stand singing, whist-
ling, knocking, or tinckering, whereby
to disturbe the minde of thy adver-
sary,

The famous Game

ry, and hinder his projects; neither keepe thou a calling on him to play, or hastening of him thereunto, or a shewing of much dislike that hee playeth not fast enough: remembering with thy selfe, that besides that this is a silent Game, when thy turne is to play, thou wilt take thy owne leasure; and that it is the Royall law so to deale with another, as thy selfe wouldst be dealt withall.

And now to end also all other controversies that might befall betweene such as can play already; or that by this Booke may hereafter learne to play, as many things (even among good players) fall often to be controverted in this Game: Some standing upon the *Spanish* manner of play, some on the *French*, and some upon the *English*, in all which there is diversity; I have here added in the end, a *Moderator*, or *Pronouncer* of the Lawes of Chess-play, which in a word

of Chesse play.

word, and with a brieft reason, (this little Volume, not permitting to write what a man might thereof,) shall resolve all thy doubts, and still all contention; that so this Game may be made as certaine, as it is knowne to be delightfull.

All which, if thou acceptest but with kinde courtesie, It shall not repent me to have taken a little paines, to procure thee so great a delight, at this Noble Game, so playd and so used, as I have here taught thee,

will at all times of thy ver-

uous recreation, yeeld

and afford thee.

(***)

G

The

The Fambly Game



The diversitie of Mates.

The *Queenes Mate*, a gracious Mate.

The *Bishops Mate*, a gentle Mate.

The *Knights Mate*, a gallant Mate.

The *Rookes Mate*, a forcible Mate.

The *Paunes Mate*, a disgracefull Mate.

The *Mate by Discoverie*, the most industrious Mate of all.

The *Mate in a corner of the Field*.

Alexanders Mate.

The *mate in the middes of the Field*,
an *unfortunate Mate*.

The *mate on the side of the Field*.

a *Cowards Mate*.

The *blinde mate*, a shamefull Mate.

The *Stale*, a dishonourable Mate.

The *Mate at two draughts*, a *Fooles Mate*.

of Chess-play.



THE THIRD PART.

Which is,

THE MODERATOR

At Chess,

OR,

The Lawes of Chess-play.

6.

WHereas Pawns may be plaid
a double remove forward for
their first Draught, yet no Pawns may
enjoy that priviledge without leave,
on whose next file on either side, a
Pawns of your Adversaries is already
advanced, so farre as your fourth
Ranke.

Because your Pawns may not passe
his Pawns guard.

G 3

What

The Famous Game

1. What man or piece soever of your owne you touch, or lift up from the point whereon it standeth, that must you play for that draught, if yee may: and into what House or place soever you set your man, there must you let it stand for that Draught: according to the ancient saying, Touch-man and goe, Out of hand and stand:

Because, besides that the contrary were Childes play: were you allowed a two-fold study on every Draught, you would make the Game not tedious onely, but intollerable.

2. If you take up your adversaries man, and before you set your piece in place thereof, thinke best to let it stand untaken; you must kisse the foot thereof, and cry him mercy, or lose the Game:

Because, you deserve to pay for the Surgery, if you breake a mans head, & will not give him a Plaister, which

is

of Cheſſe-play.

is but ſmall amends.

3. If your Adverſary ſhall play a falſe Draught, and you ſpy it not before you play your next Draught after it, It will then be too late challenging him for it:

Because, dotage is faire play.

4. If, by miſtaking, you play a falſe Draught, and your adverſary for his advantage lets you alone with it, and playeth his next draught, you can not then recall it:

Because, the harme ſuſtained by falſe dealing, is but ſelfe done and ſelfe had.

5. If at firſt you miſplace your Men, as the Queene in the Kings place, the Knight in the Bishops, &c. and ſo play ſome few Draughts, and then ſpy it, it ſhall be in your adverſaries choyce whether you ſhall ſo play out your Game, or begin it new againe:

Because, it may be imagined you did

The Famous Game

did so of purpose to try his wit, or worke upon his simplicity.

7. Whereas the bringing up of a Pawne of yours to your Adversaries first Ranke, in any of his Noble Houses, is the absolute making of a Queene; yet you shall make no Queene of that Pawne, unlesse your Queene bee already lost: but you may there make it what piece else you please, that already you have lost.

Because, as no two Genrals in one Armie, neither two Queenes in one Kingdome: and monstrous it were, to play this Game with more pieces of one sort, then it consisteth of at first.

8. So soone as your Pawne toucheth (by a true Draught,) your Adversaries first Ranke, that is, cometh to any of his Noble Houses, it hath the Name and full power of an absolute Queene, (yours being formerly

of Chesse-play.

merly lost, and there may check, take, guard, and from thence goe, with as absolute a power, as might your former Queene :

Because, that place is her Throne, where but once set, shee receiues the fulnesse of power belonging to a Queene.

9. Any new made piece esse, doth in the like fashion Checke, take, guard, and goe at full libertie, in his very making :

Because it is the high reward of his veruous endeavour.

10. The King may change or shift with either Rooke (his owne, or his Queenes) at any time, either before check, in check, or after check; so long as neither hee, nor the Rooke he will change withall, hath yet stirred any draught.

Because, his Prerogative is, hee may remove a double Draught towards the Rook, for his first draught which

The famous Game

which he may not be barred of, untill his first remove be past.

11. The standing of the King in his shifting ought to be certaine, and not as you please to place him, as some play it.

Because, nothing must be doubtfull in this Game: and if in the Kings remove, his *Giste* be not certainly knowne, who shall prepare to give due attendance.

12. The Kings place of standing, in his shifting with his owne Rooke, is in the Knights place. This is, in the House where the Kings Knight first stood in: but shifting with his Queenes Rooke, his place is in the Queenes Bishops House:

Because, these are the second Houses from him towards either Rooke.

13. The Rookes place of standing, in shifting with the King, is (for the Kings owne Rooke) in the Kings Bishops

of Chesse-play.

untill Bishops place or House ; and (for
his Queenes Rooke,) in the Queenes
House, or place :

Because, the Rooke must then
possesse that place which the King
should have stood in, had hee remo-
ved but a single Draught towards the
Rooke.

14. The King in shifting may not
goe into a checke, nor over a checke:
That is ; no place that the King pas-
seth over or goeth to, in his shifting
with a Rooke, must then bee prospe-
cted, or checked, by any adverse piece,
If it be, the King is barred the Prero-
gative of his shifting, until that check
first be covered :

Because, the King cannot secure
himselfe, in running into the danger
of an enemy.

15. If your Adversarie playeth
or discovereth a check to your King,
or suffereth you to play your King
into Check of some piece of his, and
cryeth

The famous Game

cryeth not *Checke* to you ; you may then choose to let your King stand, or so to play him, for that Draught :

Because, it is a blinde *Checke*, or a check unscene.

16. But if your King standeth in the *Checke* of any adverse piece, and you play, or have played, one Draught or more without avoiding that *Checke*; your Adversary may cry *Checke* to you when hee listeth, and for your draught then, make you to avoid that *Checke* you stood in; though perhaps at that time, to your very great perill :

Because, a *Check* being ever dangerous, you ought to be as carefull to avoid it, as to give it.

17. You may at no time play your King into the next house in rank or file to the Adverse King :

Because Kings may not personally oppresse either other, and must be allowed

The Moderatour at Chesse,

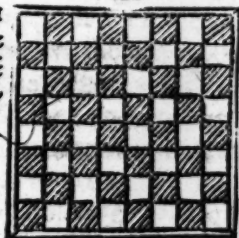
O R,

The Lawes of Chesse-play.

queenes Rookes file.
queenes Knights file.
queenes Bishops file.
queenes file.
Kings file.
Kings Bishops file.
Kings Knights file.
Kings Rookes file.

His

1. Ranke
2. Ranke
3. Ranke
4. Ranke



4. Ranke
3. Ranke
2. Ranke
1. Ranke

Your

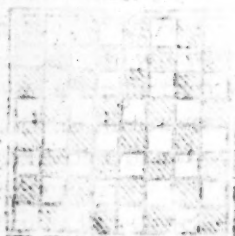
Kings Rookes file.
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queenes file.
queenes Bishops file.
queenes Knights file.
queenes Rookes file.

The Moderator at Church

20

The following are the names of the persons who have been appointed as members of the committee:

[Faint handwritten notes, possibly bleed-through from the reverse side.]



1. 1882
2. 1883
3. 1884
4. 1885

2007. 8
 2008. 6
 2009. 2
 2010. 1

Y

(Faint handwritten notes)

of Chesse-play.

lowed larger scope for their lodging,
then private men.

18. A Dead game, \ whosoever
maketh it, is the saving of eithers
Stakes:

Because, where none is winner, nei-
ther can any be a loser.

19. If any man (therefore) shall
condition by wager, that he will give
Mate, or win the game, and the ad-
versary brings it to a dead Game,
though hee save the first Stake, yet he
shall lose the wager.

Because, hee undertooke to doe,
what by him cannot in that case bee
performed.

20. Whosoever will give over
the Game unfinished, without the
consent of his Adversary, must lose
his Stake :

Because, you may not frustrate a
mans time and industry.

22. Whosoever hath a Blinde
Mate given him, loseth the Game,
no

The famous Game

no lesse then hee should his life, that
were stricken to death with a blinde
Horse.

Because a blinded Mate, is a Mate
even as a blinde Horse is a Horse.

22. Whosoever giveth a Stale ;
which is, when the distressed King
uncheckt, can remove nowhere but
in Check, and hath no man else so
fine, loseth the Game and his
Stake.

Because he hath unadvisedly stop-
ped the course of the Game,
which is to end onely by
the grand Check.

Mate.

FINIS.

that
blinde

81

Mate

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Stale ;

King

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